



Shock Force® Second Edition Errata compiled by Lee Gray

What can we say? Mistakes happen. Fortunately, Lee Gray is here to catch those mistakes and point them out. You know, this was the first thing Lee handed to me when I saw him at GenCon. No "Hello," no "How was your eighteen hour drive?", just a silent handing over of this sheet. Thanks, Lee!

-WarpEyes



Bottom Cover/Reference Card #2

A heading is missing. Under Weapon Tweaks, Edges, the listing for Actuate Casualty is the first entry in the Special Powers.

Shock Force Rulebook

- p25 unfamiliar controls flaw was not listed, see details after this list
- p69 Eliminator should cost 58 pts
- p70 PAK immobile command 60 pts, PAK weapon 54 pts (they are reversed)
- p71 strike cycle should be 62 pts and the assault cycle 58 pts
- p76 counselor, instill greed should be 40 pts, and payoff/control 43 pts
- p79 blackhand command should be 70 pts, blackhand should be 60 pts
- p85 Mechrat voltage saw points is 18 pts, lightning tail is 18 pts
- p88 Brainrat may actually take two heavy (*) special powers as allowed by characters
- p92 the Pure, light of god should be 5k4 and reduces the cost of the weapon to 48 pts
- p96 Chaste should be 63 pts, Scourge should be 71 pts, Chaste/hammer of justice is 25 pts not 24 pts
- p103 Wind Elemental defense should be 5k4, so the Elemental costs 78 pts
- p104 Raven blowgun "poisonous" should be "poisoned", also the cost should be 29 pts not 36 pts
- p107 the text for the vengequan windriders is incorrect - Switch beast shaman and windrider in the two paragraphs describing allowed weapons, the beast shaman is the model that is allowed two ranged attacks due to weapon master
- p111 Marshall weapon Deadchester Rifle should cost 44 pts not 42 pts
- p114 Bandit shooting iron should be 28 pts not 32 pts
- p116 Reaper should cost 78 pts
- p118 Pale Rider should cost 72 pts
- p123 Overseer should be 87 pts, the banner bearer should cost 40 pts, Feral should not include Stealthy tweak and should cost 28 pts
- p124 Berserker, the Mn for this troop should be 5k4, 50 pts is correct with a 5k4 Mn
- p125 Guardian weapon staff of Penitence should cost 21 pts not 15 pts
- p127 mutant cav perforator should cost 26 pts not 20 pts

Unfamiliar Controls, Vehicles only, -8 points

The crew of the vehicle is not trained to quite the extent as might be expected. The vehicle is always treated as uncontrolled (treating all 6s rolled on behalf of the vehicle as 5s.) If the vehicle would normally be considered uncontrolled anyway, treat all 6s and 5s rolled on behalf of the vehicle as 4s.

Vehicle and Monster tweaks

These two tweaks are mutually exclusive and required for every figure of type L, V, or H. Unfortunately, we neglected to actually include them in our force lists. Here's which are which, although we're pretty sure you could have figured this out on your own:

Vehicles

Megacom Stalkers
Megacom Mobile PAK Weapons
Megacom Fixed PAK Weapons
Megacom Attack Cycles
Organization Black Hand Bikes
Organization Thugnaughts

Scarlet Brethren Tractors
Scarlet Brethren Gathering Trucks
Vengequan Iron Bison
DeadTech Longhorns
DeadTech Longhorns Mark II
DeadTech Pale Riders
Mutant Frother Hovertanks

Monsters

GothRat Swarms
GothRat Giant Rats
Vengequan Kachina Dolls
Vengequan Elemental Spirits

Vengequan Totem Animals
Mutant Chemical Worm
Mutant Cavalry
Mutant Gunner